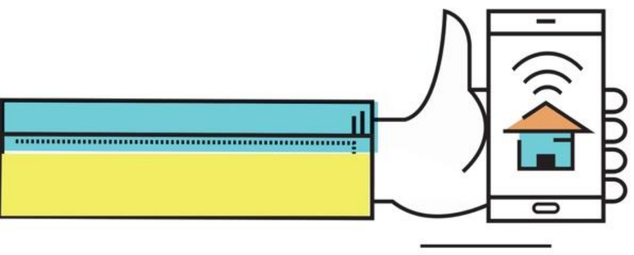


SSDL SYSTEMS AND SOFTWARE DEVELOPMENT LAB

Center of CS Department's Software Engineering Track

ESCAPE LIBRARY

ESCAPE LIBRARY

Dynamic remote monitored mini-escape room using IOT

In today's world escape room games became so popular, In this project we will use Arduino to create the puzzles/riddles and our aim is to make mini dynamic escape room. Moreover, in each escape game there is the game master who's monitor the whole game process and give hints if it's necessary In our case all the hints will be given by the app.

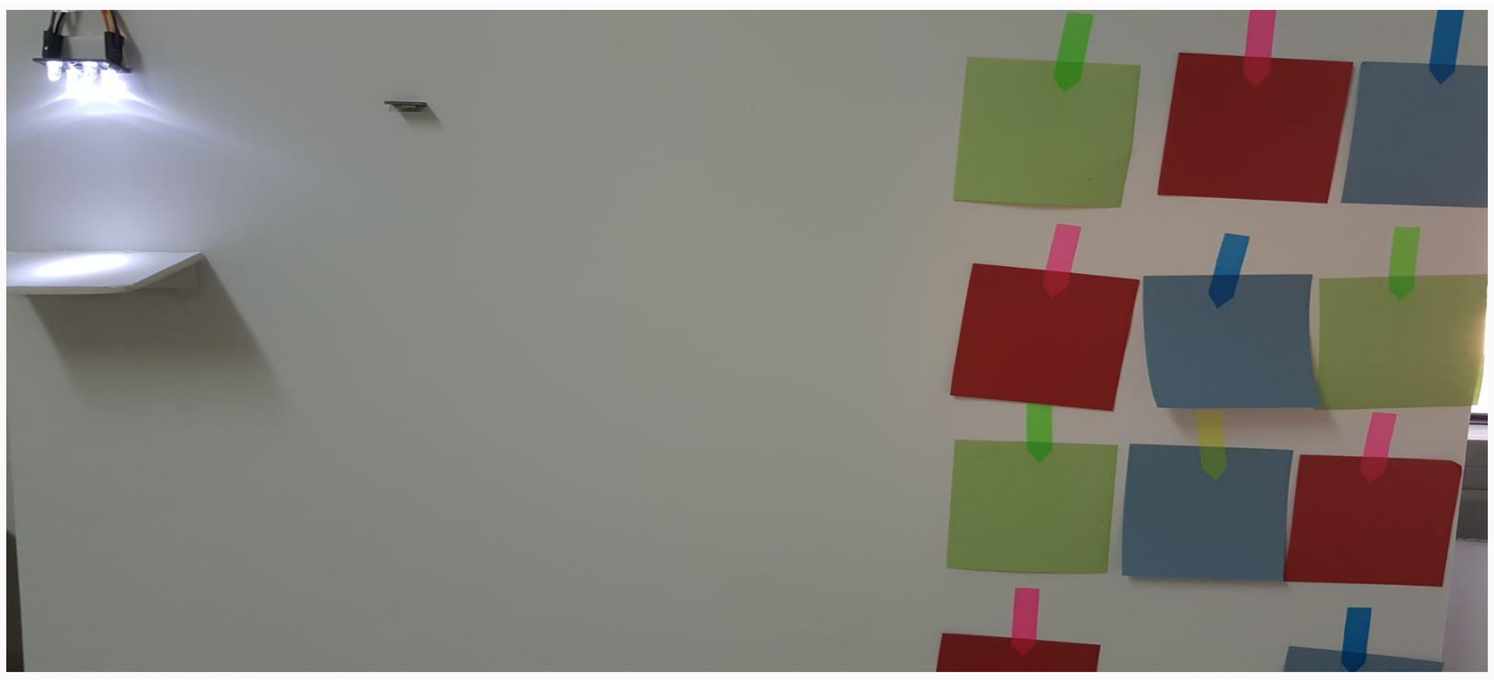
Each puzzle detecting will lead to the next one and the game will be monitored, hints given by the app via the cloud. Estimated game length will be about 15-20 minutes (Medium Difficulty Level) and the game is built for one player .

Puzzle I

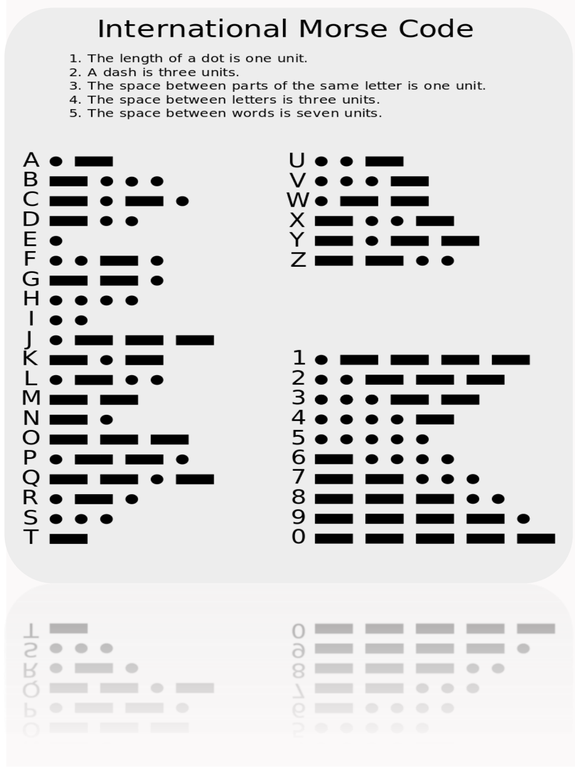
Showing the correct RGB colors subsequence (the length is about 10-12) will solve this puzzle.

The colors sensor recognizes the paper color and the RGB led lights it accordingly.

In case no paper is shown in front the sensor, the behavior of the colors sensor is unpredictable because the background is white which is ALL COLORS and may show any RGB color randomly.
However, It doesn't affect the puzzle correctness as we require just a correct **subsequence**.

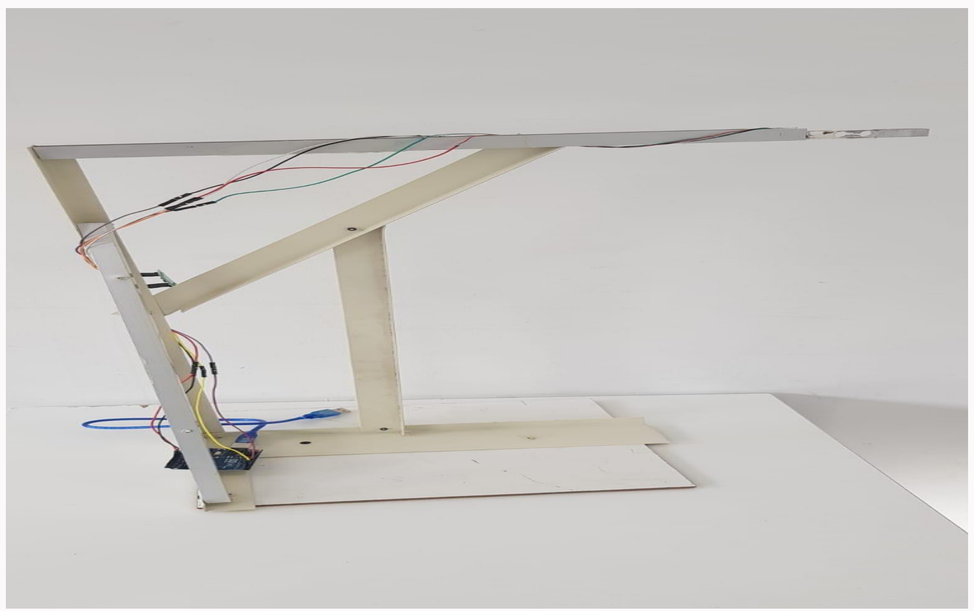


Puzzle II



Puzzle III

Hanging the right object on the load cell will solve this puzzle.



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A Project in Internet of Things (IoT)

Computer Science Department

הטכניון מכון טכנולוגי לישראל